I'm not robot

Honey select clothes editor

Honey select 2 clothing.

Scan this QR code to download the app now or check it out in the app stores. The plugins are compatible with various games, including Koikatu, Koikatsu Sunshine, EmotionCreators, AI Girl, HoneySelect2, and more. You can install the latest versions of BepInEx v5, BepisPlugins, and IllusionModdingAPI. To use a plugin, download the release you want from the links below and make sure it's compatible with your game. Extract the plugin .zip file to your game folder (where the BepInEx folder and game .exe is). Some plugins may be listed without a link; these are either experimental or obsolete, so you'll need to compile them yourself. Here are some of the available plugins: KK_CharaMakerLoadedSound: Plays a sound when the Chara Maker finishes loading or importing. Useful if you spend the load time alt-tabbed. KK_ForceHighPoly: Forces all characters to load in high poly mode, even in school exploration mode. Change Log: * v1.1: Added config options and AI version (thanks GeBo!). * v1.2: Fixed locking up the game after special H scenes, added config option to disable high poly mode. * v1.2.1: Removed hair physics fix due to being obsolete, changed default enabled state to depend on RAM. * v1.2.2: Fixed a patch not working, reloads the list of characters and coordinates in the character maker when any card is added or removed from the folders. Other plugins: KK_ForceHighPoly KKS_ForceHighPoly * Studio version v1.3.2 fixed invisibility issues with accessories and items * New changes apply to all selected characters, keeping visibility when replacing them * Uncensor options can be chosen for individual characters in character maker or specified in plugin settings * Requires configuration of uncensors for compatibility * Changes log includes multiple updates addressing various issues **Outfit Unlocking** Unlock bras or skirts with any top on a per-character, per-outfit basis. This setting is saved and loaded with character/coordinate cards for compatibility. * **Change Log:** + v1.1: Added clothing unlocking for bras/skirts with any top + v2.0: Unlocking bra/skirt now per character + v2.0.1: Fixed unlock state saving/loading issue **KK_EyeShaking & KKS_EyeShaking** Virgins in H scenes display subtly shaking eye highlights. * **Change Log:** + v1.1: Added VR support and Studio toggle + v1.2: Studio changes now apply to all selected characters **Random Character Generator (KK_RandomCharacterGenerator & KKS_RandomCharacterGenerator)** Generate random characters in the character maker. * **Change Log:** + v2.0: Merged changes from **AI_PoseTools, HS2_PoseTools, KK_PoseTools, KKS_PoseTools, PH_PoseTools** Enhanced pose usability: * Create custom folders in `userdata/studio/pose` for organized poses * Poses saved as `.png` files for visual preview * Alphabetical ordering by filename (including pose name) * Saves skirt FK and facial expressions (optional) **KK_ListOverride & KKS_ListOverride** Override vanilla list files to: * Enable half-off state for some pantyhose * Allow bras with normally incompatible shirts or skirts with certain tops * Modify list parts (except ID) * Configure hair accessories in the character maker: - Match color with hair - Enable hair gloss - Modify outline color - Separate color picker for hair tie - Adjust length for compatible hairs * Saves and loads to cards and coordinates **Note for Modders:** Hair accessory options require proper configuration, including: * ChaCustomHairComponent MonoBehavior * Configured meshes in `rendAccessory` array for color display * Configured bones in `trfLength` array for length slider * Meshes in `rendHair` array for hair color matching. [Refer to the guide](link) for creating hair accessories. v1.1: Bug fixes - color matching issues resolved; v1.1.1-3: More bug fixes, especially for hair accessories; v1.1.4: Error fixed when editing MainTex; v1.1.5: Support added for coordinate load flags and random character selection. Change Log: v1.1: Major rewrite with new features; v1.1.1: ModBoneImplantor compatibility; v1.2: VR support, colliders, and changes that apply to all selected characters. MaterialEditor Overview: A plugin that allows editing of various object properties, similar to Marco's clothing overlays. Features include: Exporting UV maps for texture drawing Replacing textures with custom ones Editing material properties (shininess, outline thickness) Changing mesh properties (shadow casting, disabling) Changing shaders All changes save and load with the card or scene. Access Material Editor: In character maker: "Open Material Editor" button on clothes, hair, accessories; In Studio: "Mat. Editor" button on Workspace with studio item selected. Change Log (continued): v1.1: Error fixes for loading coordinates and scenes with multiple characters; v1.2: Ability to change body and face materials added; v1.3-4: Copied studio items now copy Material Editor settings, and more features added; v1.5: Main_skin shader added, alpha properties removed; v1.6-9: AI version updates, slider additions, and fixed data issues. - Changed clothing colors and copied accessories now have texture offset and scaling. - Added an indicator mark to show which properties have been changed. - MainTex replacement is now supported up to version 1.9.1, with fixes for mipmaps not being generated and object copy errors in Studio. - UI resizing has been added, with fixes for importing scenes up to version 1.9.3. - Several missing properties have been added, along with additional shaders up to version 1.9.4.1. - Fixed a memory leak involving textures up to version 1.9.5, as well as issues with the toon_glasses shader and a missing shader in HS2 up to version 1.10. - A major rewrite has taken place in version 2.0, introducing virtual lists, results filtering, and support for UncensorSelector. - Added support for copying clothes, coordinate load flags, and fixing textures not loading correctly up to version 2.0.5. - Fixed UV and obj export buttons, as well as issues with loading coordinates in Studio up to version 2.0.6. - The AlphaMask texture has been exposed for the main_skin shader, with blacklisting applied to the body up to version 2.0.7. - Copy/paste functionality has been added for material edits and shader optimization up to version 2.1. - Fixes have been made for various issues, including meka shaders in AI/HS2, exclusion options from shader optimization, and null reference errors up to version 2.4. - A dropdown interface has been introduced for editing clothes, hair, and accessories in Studio up to version 2.4.1. - Compatibility with PH versions has been added, along with fixes for accessory support and studio compatibility. - Material copying has been enabled, as well as improved UV map export functionality up to version 3.0.5. - Color picker functionality has been integrated, as well as bulk paste edits in Studio up to version 3.1.2. - Grey normal maps have been converted to red for compatibility across Unity versions up to version 3.1.4. - Fixes have been made for using the wrong coordinate index and converting NormalMapDetail normal maps up to version 3.1.3. - Compatibility with ExtSave changes has been added up to version 3.1.5, along with enables for juice textures in H scenes and Studio. v1.2.1 - Fixed error due to handling of materials, v1.2.2 - Fixed issue with loading juice textures in High School 2 sometimes, v1.3 - Improved compatibility of UncensorSelector, allowing for hotkey-based movement and rotation in studio. Hotkeys can be assigned in plugin settings, using Y/U/I keys to move along X/Y/Z axes, and T key to scale all axes simultaneously. FKIK enables both FK and IK modes at the same time, allowing for adjustments to character parts like skirts, hair, and hands while maintaining IK mode. Change Log v1.1 - Fixed issues with toggles going out of sync and FK being disabled when switching between characters. Added feature to export all loaded characters using Ctrl+E (configurable). v1.0.1 - Made hotkeys configurable. V2.0 introduced a guide object for positioning instead of hotkeys, allowing adjustments to scene settings that save and load with the scene data. Changes include map masking for AI and HS2 in v1.2, increased FarClipPlane slider in v1.3, and addition of sliders for customizing breast shape in KK Party using EC_Pushup and KKS_Pushup. v1.1 - Fixed incompatibility with MakerOptimizations plugin setting, and nipple gloss issue in KK Party. This plugin adds various features to Studio and the character maker, allowing users to customize their characters and scenes more easily. Some key features include: * Saving poses without preview images * Setting default settings for the character maker * Adding map masking functionality * Hiding items from lists by right-clicking them in the character maker * Adjusting fade color or disabling the fade effect * Creating a textbox for writing character descriptions * Automatically saving cards and scenes every few minutes * Removing gender restrictions on saved poses * Increasing shadow resolution for better quality * Allowing characters to have more than the default number of outfit slots * Mixing two studio shades instead of one being set to Midday * Making normal character accessories available as items in Studio 1.0.0 and BepisPlugins r19.3.2 compatibility fixes. KK_HairShadowColorControl plugin enhances character hair shadow color control with ME integration. Adds logic to Timeline for playback control and limited animation loops. Requires latest versions of BepInEx, Timeline, and ModdingAPI. AI_Demosaic EC_Demosaic HS2_Demosaic [KK_Demosaic] KKS_Demosaic demosaics removed from character models. Studio selection windows made larger for more visible items; size configurable in plugin settings. KK_ClothesToAccessories KKS_ClothesToAccessories allows normal clothes and hair as accessories. Boop character by moving mouse over body, hair, or clothes using new upgraded version of Boop feature. KK_ShaderSwapper KKS_ShaderSwapper swaps all shaders to Vanilla Plus shader with custom mapping rules in plugin settings. KK_FreeHStudioSceneLoader experimental feature allows studio scenes used as H mode maps in main game.